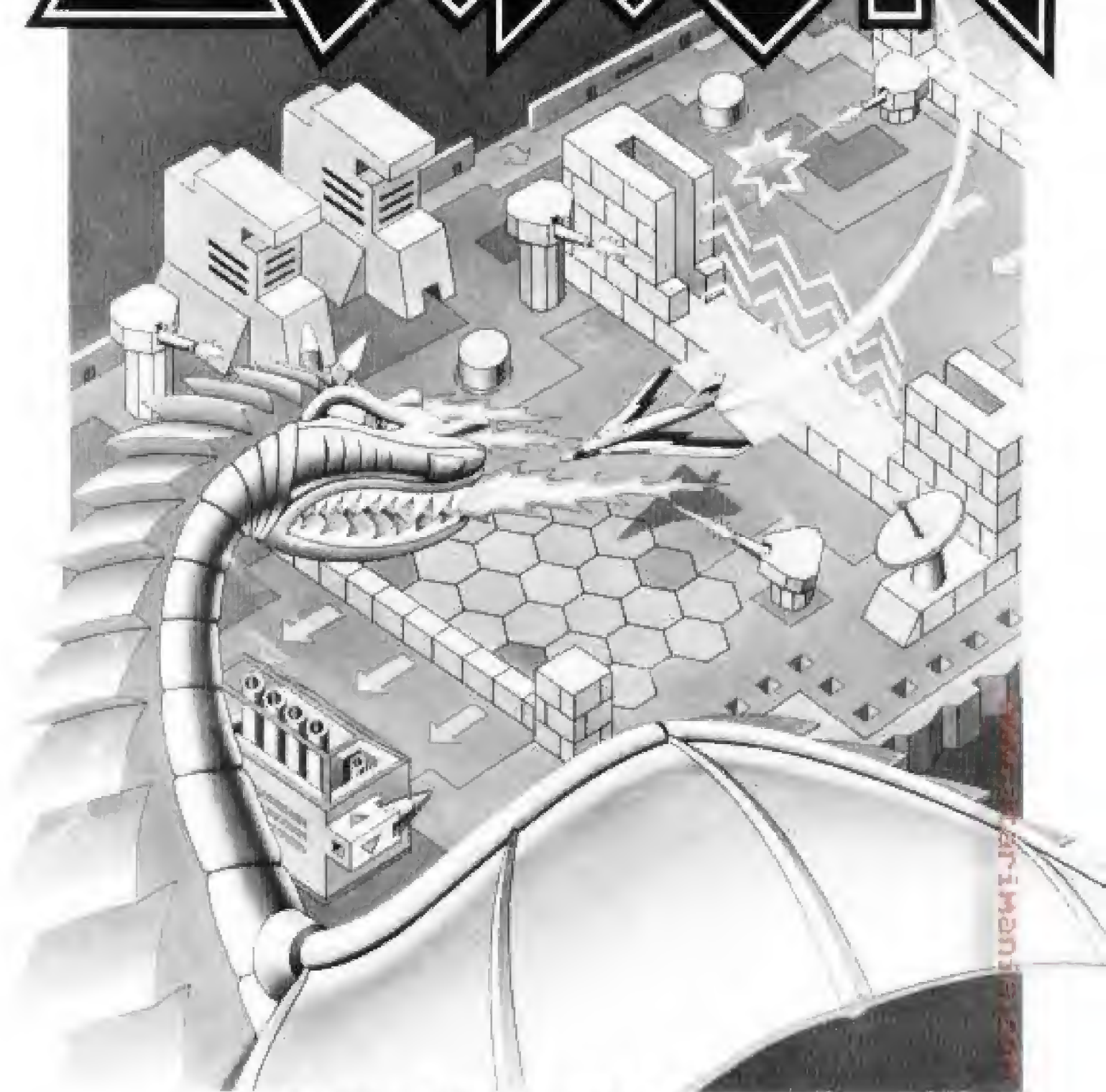


SUPER ZAXXON™



ATARI® HOME COMPUTERS

ATARI® 400™/600XL™/800™/800XL™/1200XL™

You are the solo pilot of a solitary spaceship, up against the defenses of the Super Zaxxon fortress. You are threatened on every side by enemy fire and colliding obstacles. Your nerves and skill are tested to the limit, as you battle your way through danger, only to face the ultimate weapon—the Super Zaxxon Dragons. Defeat them and a new round of action starts, even more furious than the last.

USING YOUR CONTROLS

SET UP AND GAME CONTROL

1. Insert the game cartridge or diskette while power is OFF.
2. Turn the power ON. The title screen will be displayed.
3. To start the game: Press START or FIRE button. When joystick is used, Player 1 uses Port #1, and Player 2 uses Port #2.
4. Press OPTION to go to the option menu. Press SELECT to select option. Option button will toggle between player 1 or 2 and joystick or keyboard. If game is in demo mode press option to go back to title page then #3.
5. Use your joystick or keyboard to maneuver your ship as follows:

JOYSTICK	FUNCTION	KEYBOARD
Up	Decrease altitude	Z
Down	Increase altitude	A
Left	Move ship left	L
Right	Move ship right	;
FIRE button	Fire single shot	Space Bar
	Hold down to fire continuously	

Other keyboard functions, for keyboard or joystick game:

RESET—reboots game

ESC—pauses game until pressed again

If no key is pressed within 15 seconds after the title screen appears, or 30 seconds after the Game Select screen appears, a demonstration game is played. When the game is over, the title screen reappears.

To start a new game, press the FIRE button after the last player's game is over.

* Joystick only for cartridge version.

HOW TO PLAY

The object of the game is to reach and destroy the Super Zaxxon Dragons. You

start the game with five spaceships.

There are three screens in each round of Super Zaxxon: Space Fortress, Tunnel and Dragon Fortress. Through all three screens, your spaceship maintains a constant forward speed as the Super Zaxxon landscape scrolls across the screen beneath it.

GAME SCREEN

The altimeter bar on the left side of the screen indicates your altitude. The fuel indicator is located at the bottom of the screen. The number of enemy planes you have left to destroy, High Score, and the current player's score are displayed at the top of the screen. High Score is also displayed on the option screen. The number of spaceships you have left are indicated by ship markers. Level Indicator (Flag) is located at bottom right of game screen.

THE SPACE FORTRESS

The game begins outside the Super Zaxxon Space Fortress. Your goal, once inside the fortress is to reach the Tunnel at the end of the runway. Earn points and bonuses along the way by shooting base missiles, cannons, radar towers and enemy planes. Blast a fuel tank to replenish your fuel supply. Fly through gaps in walls, and fly over the force field. But beware of enemy fire from all directions!



Fly your spaceship through the Tunnel opening to enter the second screen.

THE TUNNEL

Inside the Tunnel you encounter enemy planes and minelayers that try to destroy you at every moment. Altitude is limited in the Tunnel, so fly carefully. Points are scored by destroying your enemies. If you destroy 18 or more enemy planes, you earn bonus points.



When you emerge from the Tunnel into space, you're on your way to the Dragon Fortress.

THE DRAGON FORTRESS

In addition to the enemies you encountered earlier, you now face cannons that fire across your path, and more force fields. Your flying skills must be superior and your reflexes quicker.



After you pass the last force field, you are ready to face each of three Dragons, ready to destroy you with their fiery breath. Each Dragon has to be shot six times before being destroyed.

STRATEGY TIPS

1. To avoid crashing into obstacles, fire continuously. If your bullets hit a wall or force field, your spaceship will hit it, too. If they make it through an opening, your spaceship will probably make it through.
2. Many obstacles can be avoided by flying along runway lines.
3. Re-fuel just before entering the Tunnel and soon after entering the Dragon Fortress. There are no fuel tanks inside the Tunnel.
4. Floating mines can be avoided by flying close to the left side of the Tunnel.
5. Judge altitude of plane, minelayer or mine from distance between it and its shadow. Use your spaceship's shadow to help determine your position.
6. Crashing into an enemy plane or minelayer destroys it as well as you. Use this tactic only in an emergency.
7. When battling the Dragons, kill them as fast as you can. Fuel is used up very fast in this sequence.

SCORING

Enemy plane on runway	50 points
Enemy plane in air	100 points
(+ 50 each new round to maximum of 300 points)	
Base missile	150 points

Cannon	200 or 500 points (randomly)
Fuel tank	300 points
Radar tower	1000 points

BONUS POINTS

Destroy 18 or more enemy planes and/or minelayers	2000 points
Destroy Dragon	1000 points
Destroy Dragon's fire	500 points

Bonus spaceships are awarded after 30,000 points; 70,000; 150,000; 300,000; and 500,000 points.

MORE GREAT ARCADE GAMES FOR THE HOME

SEGA

BUCK ROGERS
PLANET OF ZOOM

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy... the MOTHER SHIP!



- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!

OFFICIAL ARCADE VERSION

MORE GREAT ARCADE GAMES FOR THE HOME



SEGA® STAR TREK™ STRATEGIC OPERATIONS SIMULATOR

Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome

enemy... the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges... but remember only you can save the Federation!

OFFICIAL ARCADE VERSION



SEGA® Congo Bongo™

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventure hunts down Congo Bongo, the mischievous giant gorilla.

There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!

OFFICIAL ARCADE VERSION



SEGA

ZAXXON™

- THE OFFICIAL HOME COMPUTER VERSION OF SEGA'S CLASSIC ARCADE GAME
- UNIQUE COLOR GRAPHICS
- 3-DIMENSIONAL SCROLLING BATTLEFIELD COMPLETE WITH ENEMY AIRCRAFT, FUEL TANKS, ANTI-AIRCRAFT TANKS
- NERVE-RATTLING SOUND EFFECTS
- INCLUDES DEADLY ZAXXON ROBOT ENCOUNTER



ZAXXON thrusts you into the depths of outer space. Test your pilot skills as you strap into the command position. Prepare for an action-packed challenge of space survival.

Score points as you dive, climb, and swoop down to destroy the enemy's floating fortress. Dodge deadly laser barriers, enemy missiles, and rapid gunfire! Destroy enemy fuel tanks and your own supply is replenished. Survive the enemy's fighter fleet attack and face the ultimate challenge ... the powerful, armored ZAXXON ROBOT.



Bally MIDWAY TAPPER™

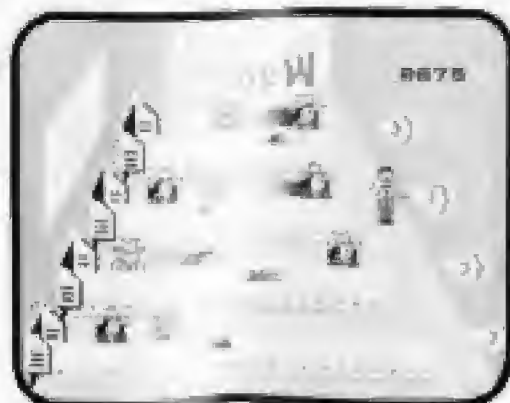
SIDE-SPLITTING, SODA-SLINGING LAUGHS AND SPILLS!

- The Official Home Version of Bally/Midway's Arcade Sensation
- Five belly-busting screens of Soda Fountain Fun, including:
 - Three mad-capped bar rooms of soda-starved, clammering cowboys, sports fans, punks and space creatures
 - Plus a head-spinning

Soda Bandit Bonus Round

- Awesome color-packed action graphics
- Just try to keep your cool as hot-headed, crazy customers blitz your bar for another cold one.

OFFICIAL ARCADE VERSION



Bally **MIDWAY**

Up'n Down™

FUN IN THE FAST LANE

- The Official Home Version of the Bally/Midway Arcade Winner
- Three screeching screens of Baja Road Race excitement
- High-speed challenges for one or two players
- Full-throttle color action-animated graphics



Drive your Baja Buggy over treacherous miles of deadly motocross track. Watch out! The course is crawling with opponents who want to make this the last race you run. Beware of killer pick-up trucks, boulders, and swarms of other motoring menaces.

OFFICIAL ARCADE VERSION

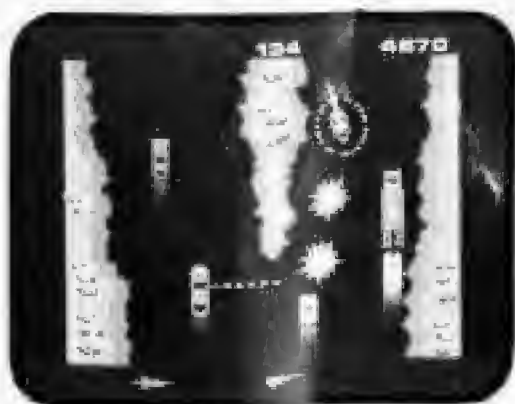


Bally **MIDWAY**

SPY HUNTER™

SPY HUNTER...CONSIDERED ARMED AND EXTREMELY DANGEROUS.

- The Official Home Version of Bally/Midway's Arcade Thriller
- Exclusive Dual Weapons Spy Control
- You control the turbo charged race car/hydro spy boat
- You control a deadly arsenal of missiles, machine guns, oil



slicks and smoke screens

- Five nerve-shattering spy-action screens
- Sophisticated spy- challenging graphics

This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

OFFICIAL ARCADE VERSION



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